

ABSTRACT

The present invention relates generally to systems and methods for providing multi-user participation in an application over a network. The systems and methods provide for a user to affect a future virtual state of an application on a network. To do so, the system determines a safe latency. Based upon the determined safe latency, a field of influence and a field of commitment are determined. Once the field of influence and field of commitment are determined, the system permits a user input to affect a field of influence and prohibiting the user from affecting the field of commitment. Further, the system displays the virtual state of the application, wherein the virtual state includes the field of influence and field of commitment, and wherein a portion of the field of influence becomes the field of commitment after the determined safe latency has expired.